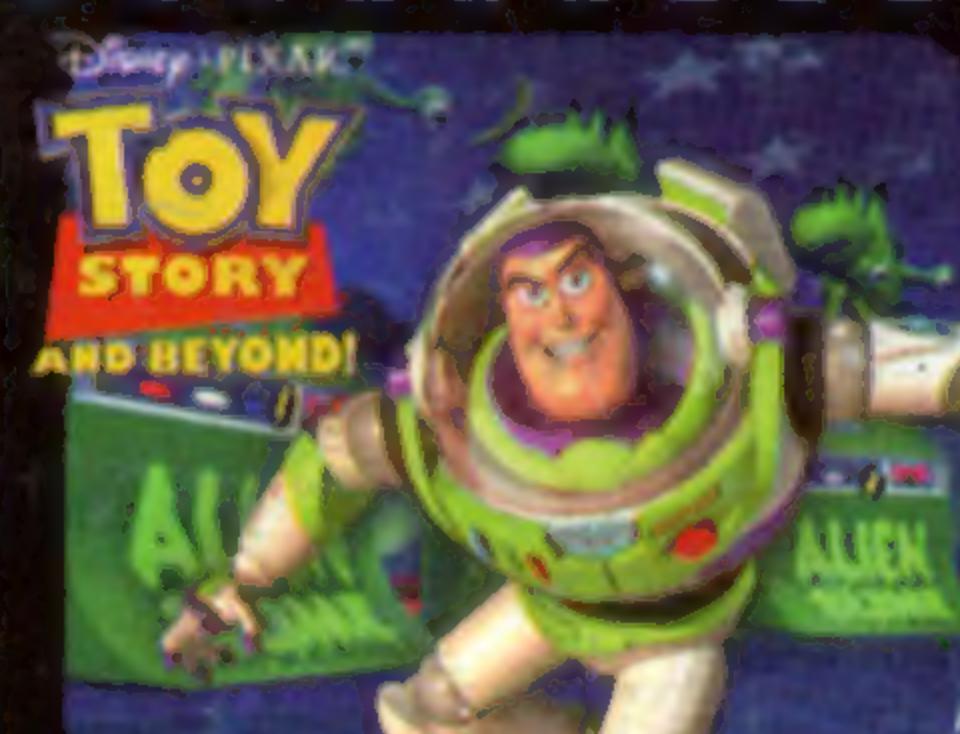
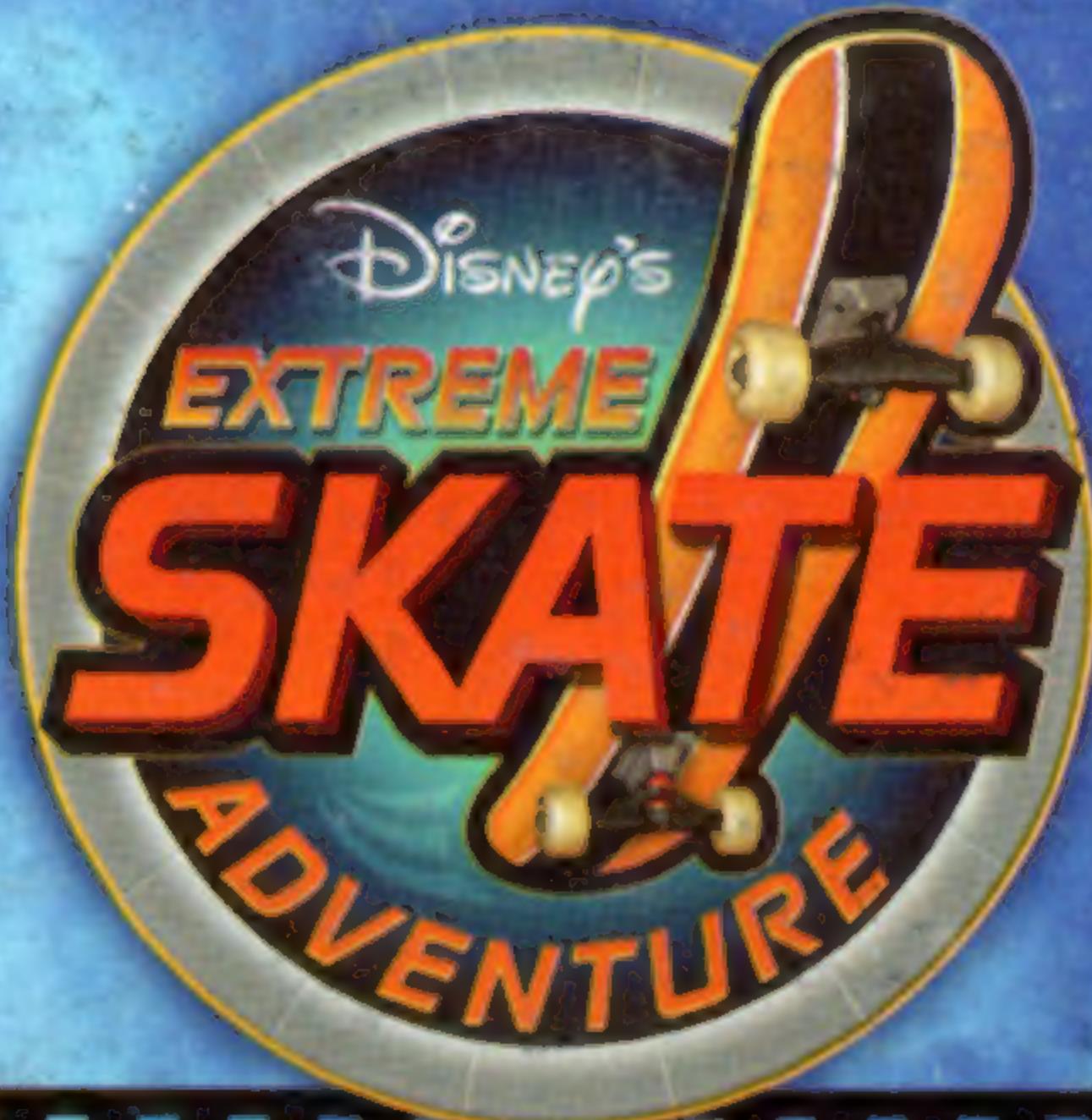


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INSTRUCTION BOOKLET

PIXAR
ANIMATION STUDIOS

ACTIVISION

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK WILL WORK ONLY WITH
THE GAME BOY[®] ADVANCE VIDEO GAME

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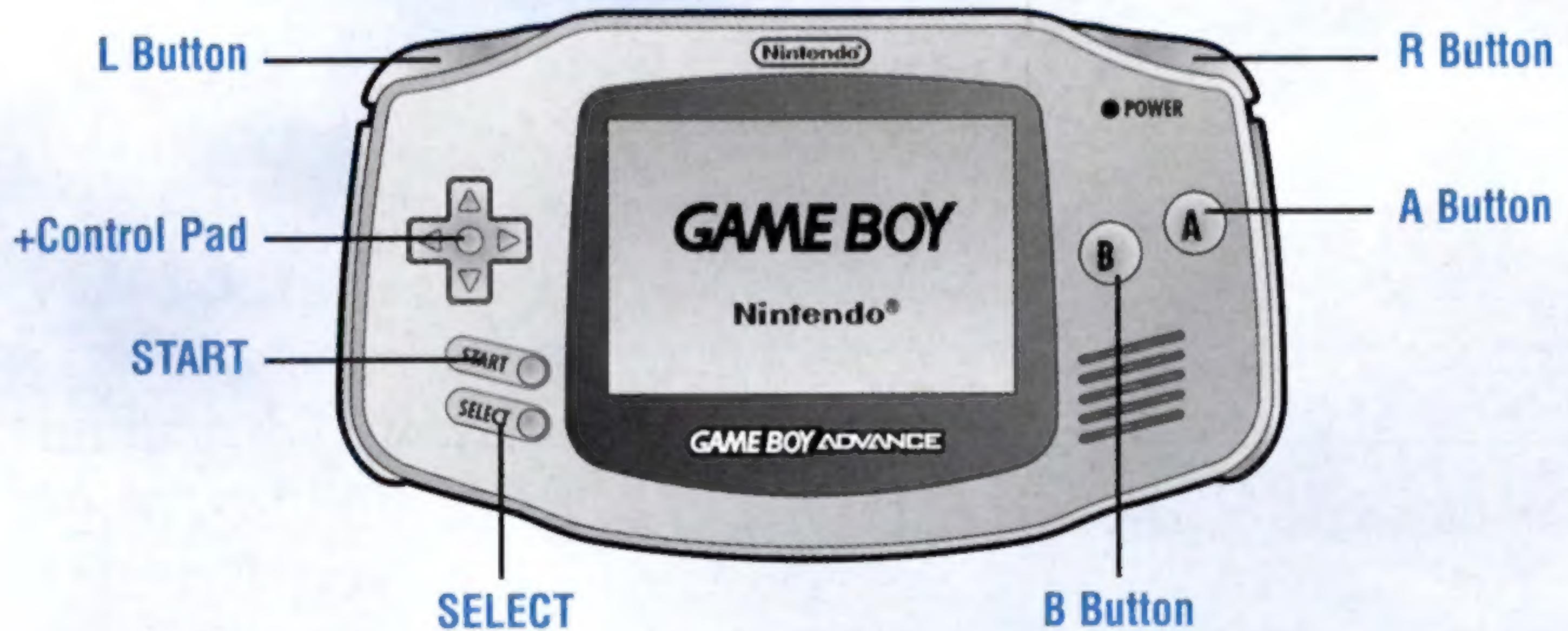
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Starting the Game

- Make sure the POWER switch is OFF. Insert the *Disney's Extreme Skate Adventure* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The Disney's Extreme Skate Adventure Game Pak is for Game Boy® Advance only.

Game Boy® Advance Controls



Main Menu

Use the Control Pad to choose an option and the **A** Button to confirm your selection.



Story Mode

Choose **Story** to choose from the three worlds, Disney/Pixar's Toy Story 2, Disney's Tarzan™ and Disney's The Lion King, and start playing a game. Story mode takes you on a trip through the levels one by one. You'll meet other movie characters who'll give you goals and tasks to accomplish. As you complete these goals, you'll unlock new levels and areas to play. You can save your progress and then go back and restart your adventure from where you left off.

Tutorial Mode

Select **Tutorial** to get a feel for the controls and some lessons on how to pull off tricks. You can even select what kind of skating you want to learn and practice: Forward Motion, Turning, Crouching and Jumping, Ramp Jumps, Air Tricks, Grab Tricks, Grinds, Balance, Manuals, Lip Tricks, Revert, Spine Transfer, Combos and Specials. Press **START** while practicing your moves in the Tutorial and you can start the lesson over or move on to the next lesson. It is highly recommended that you play the tutorial to perfect your skate moves.





Games Mode

There are three mini-games to choose from: Time Challenge, Trick Challenge and Turbo Challenge. To play, choose **Games** from the Main Menu, choose a world and a character, then choose which game you'd like to play.

Time Challenge: Time Challenge requires you to get the most points you can before time runs out. Don't waste time exploring, just pull off as many tricks as you can as fast as you can.

Trick Challenge: Trick Challenge is for players who can pull off big tricks. You'll be challenged to bust out certain tricks, and if you can meet every challenge, you win!

Turbo Challenge: In Turbo Challenge you'll need to perform the specified tricks in the time allotted with the game recording your best time. The specified tricks are represented by different icons.



Air Tricks



Grinds



Lip Tricks



Manuals

Versus Mode

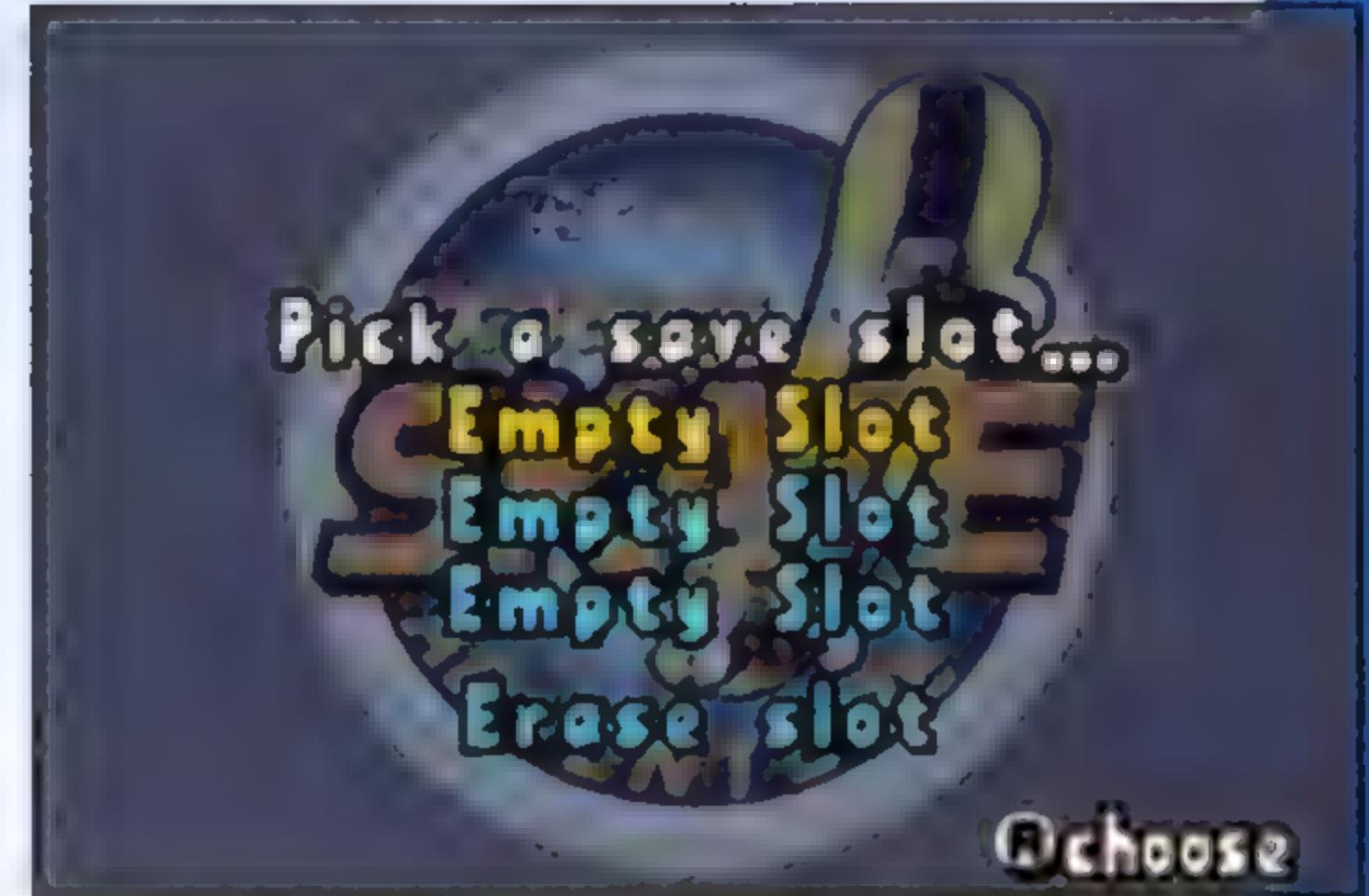
Select **Versus** to play H-O-R-S-E (or whatever word goes with the word you chose) with a friend. You'll take turns busting tricks to get high scores. First select a word to play in. Select a level and then each player will choose a character to play. Versus mode is a one-on-one best trick contest. You combine tricks to score as many points as possible. Then, your opponent gets the chance to beat your score. Your opponent must match or beat your score. If not, they get a letter. First one to get all the letters loses.

Options

Select **Options** to change the volume of the sound and music. Select **Credits** from the Options Menu to see all the people who made the game.

Saving a Game

You have three slots to save games. When you turn on your Game Boy Advance you'll choose which of the three save slots you want to use. If you've already played and saved a game, choose that slot to continue, otherwise pick an empty slot. When you're done playing a level, make sure to pause the game by pressing **START** and then choose **Exit** and **Save** to save your progress. If you want to load a different saved game, press the **B** Button from the Main Menu to go back to the Save Slot menu and choose the game you want to load. You may also choose to erase a slot in the Save Slot menu. To do this, choose **Erase Slot**, then choose the slot you wish to erase and select **Yes**.



Character Attributes

Each character has different jump, speed and balance abilities. When you select a character, his or her attributes will be displayed. All characters start off with the circles in their stat meters empty. As you find stat points, they will automatically be added to the appropriate ability. Stat points can be found in each level. Grab the icons associated with each stat.



Balance is how well your character can balance while pulling off tricks.



Jump is how high your character can jump and how long he or she can stay in the air.



Speed is how fast your character can skate while performing tricks. You can also temporarily give your speed a turbo boost by finding **turbo chargers**.



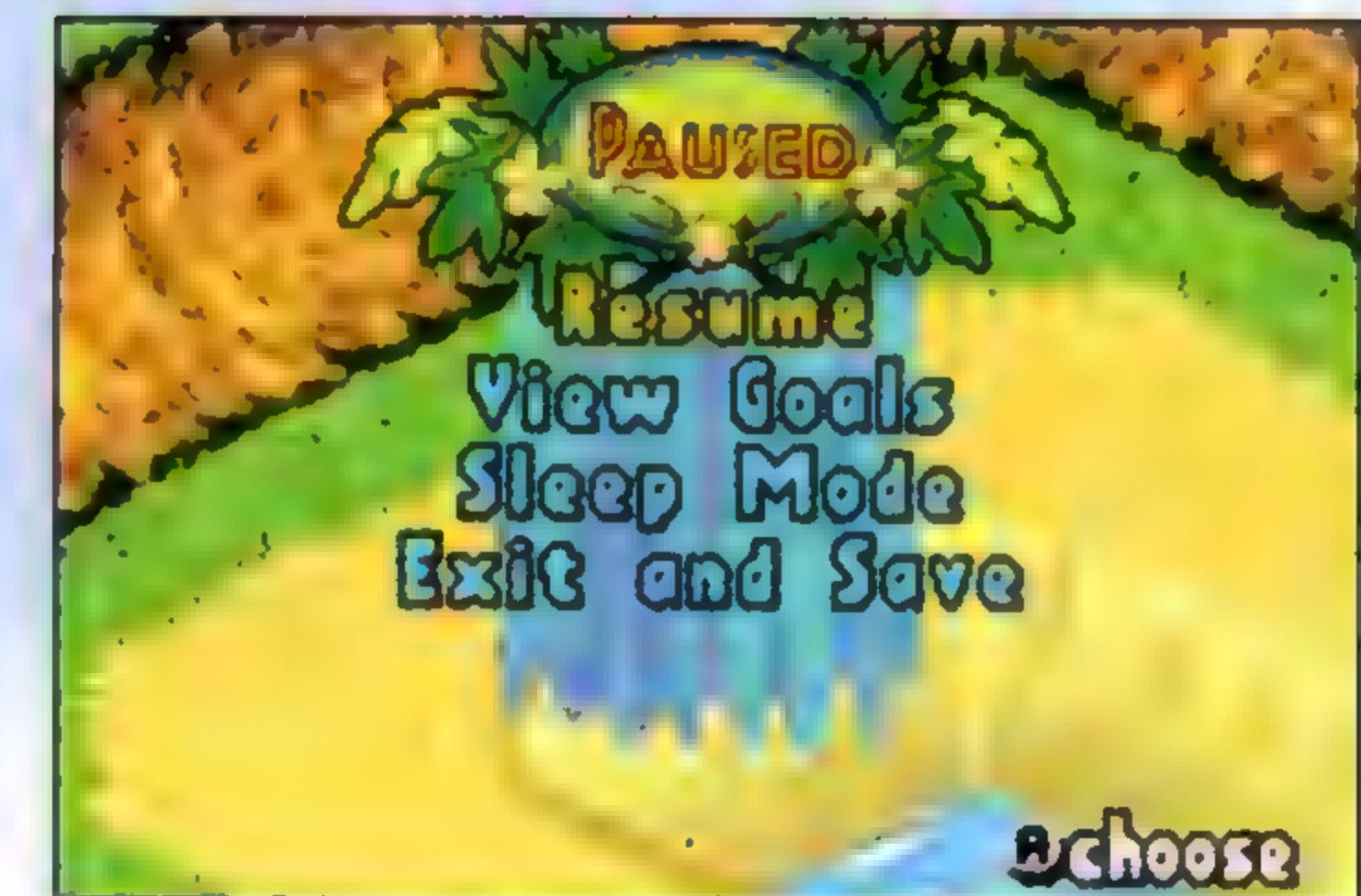
Level Completion

You can win a level and advance to the next level by completing six of the level goals including the two goals represented by blue arrows. Remember, you can complete all of the level goals without seeing all there is to see in a level. Be sure to go back and pick up all of the collectables and bust all the tricks you can!



Pause Menu

Press **START** to go to the Pause Menu. You can view the level goals and see how many you have completed or go into Sleep Mode if you need to take a break. You can also save your game progress and exit back to the Main Menu from the Pause Menu.



Special Tricks and Trick Links



Each character has three special tricks and three trick links. Special tricks are moves that are harder to do, but give you more points. Trick links allow you to link tricks of the same type together without having to jump. For example, if you have unlocked your Grind Link you can

switch between different kinds of grinds without having to jump or do any other tricks in between. You'll start with no special tricks or links available for any character. Earn special tricks and links by completing all of the goals in a run and racking up points.

Characters

Disney/Pixar's Toy Story 2

Buzz Lightyear

As an intergalactic hero, Buzz is always looking for adventure. Using a hoverboard and high tech gadgetry, Buzz can perform lots of aerial maneuvers.

Board: Hoverboard

Woody

The gangly cowboy is a good-natured hero; and a good skater, too. Woody's balance may be limited, but he can pull off slick special cowboy moves.

Board: Round-up Wagon

Jessie

A spunky and spirited cowgirl, Jessie is one of Woody's best friends. Her tricks really show off her cowgirl roots.

Board: Red Rover Classic



Disney's Tarzan™

Young Tarzan

Raised by apes, Young Tarzan has spent his whole life in the jungle. His outstanding athletic ability allows him to execute the most dangerous tricks with ease.

Board: Jungle Mask

Young Terk

Tarzan's energetic gorilla buddy is a sarcastic tomboy and true friend who's always willing to stick up for him. Balance is by far her greatest attribute and she uses it to perform some circus-like special moves.

Board: Frying pan stolen from Human Camp

Disney's The Lion King

Young Simba

A brave youngster with big shoes to fill, Simba is the son of King Mufasa and will one day be king himself. His royal pedigree doesn't stop him from being playful and mischievous.

Board: Zulu Lion Shield

Young Nala

Every bit as rambunctious as Simba, she's ready to go wherever he goes and do whatever he does. Her special moves show both her playful and serious sides.

Board: Turtle Buddy



Game Levels

When you start playing, there will be only one level available in each of the worlds. Open up new levels and areas by successfully completing each level's goals. Each level has three runs you can complete. Once you've completed all three runs for the two levels in each world, you'll be able to proceed to the Boss Fight for that world.

Disney/Pixar's Toy Story 2

Andy's Room

Andy's toy-filled bedroom is a great place to skate. Grind up a row of pencils to get onto the desk and fly high by jumping off of Andy's bed to the floor below.



Try grinding the toy box edges and the ramps on its ends. Lined up dominoes and boxes make grind lines and a pile of books work as a funbox.

Pizza Planet

Pizza Planet is closed after a busy day. Help the Aliens by finding batteries for them or help The Green Army Men clean up a little.

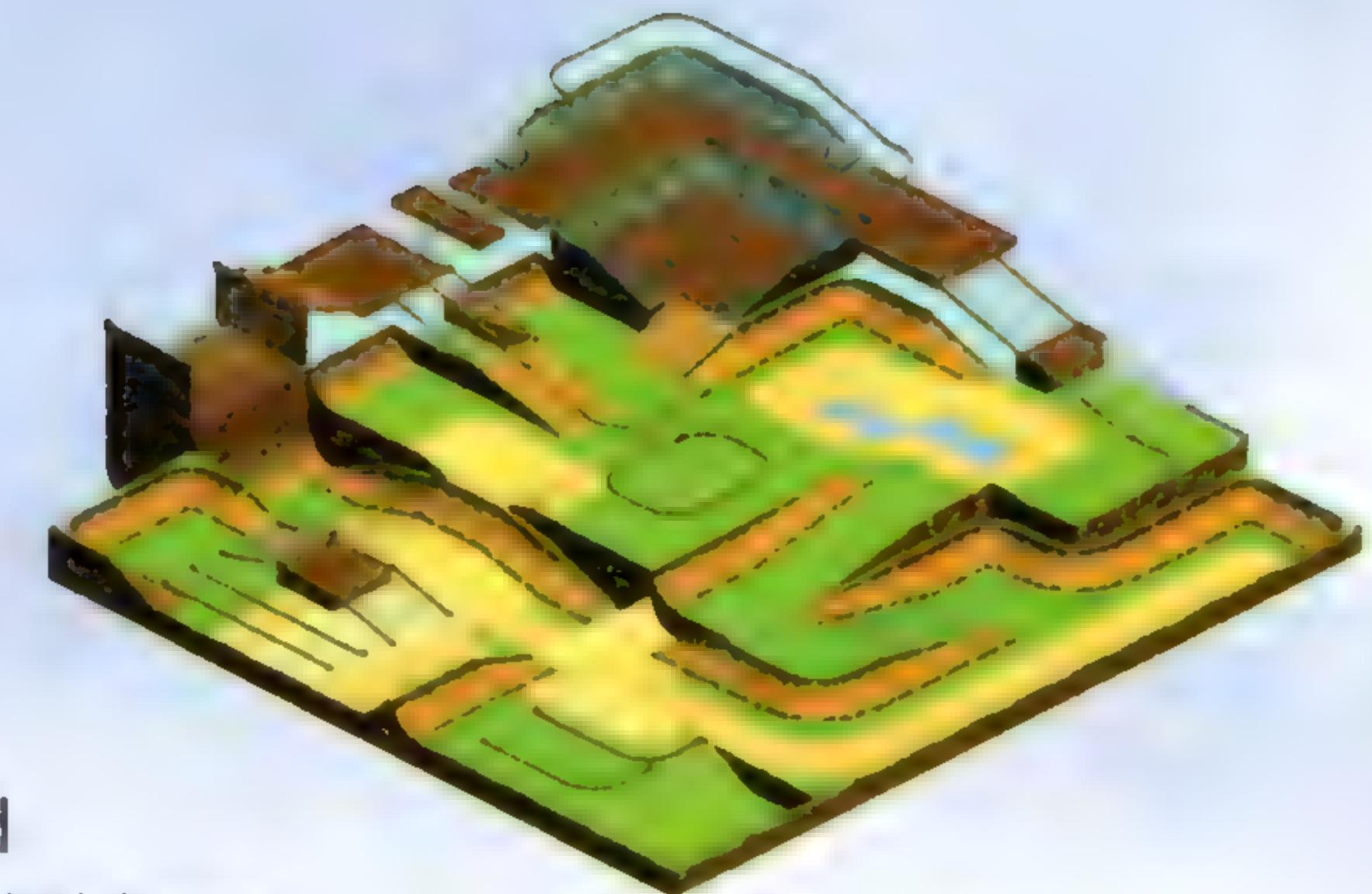
The Pizza Planet has sci-fi styling with strange curves on the walls that make quarterpipes. The rocket ship forms a bowl to skate in high above the floor. The twisting power cords in the arcade are great for grinding.



Disney's Tarzan™

Jungle Tree House

There are many wondrous places in the jungle for a young boy to explore. Yet, when he looks back on his childhood, the place Tarzan remembers the most is an incredible tree house he discovered with his friends Terk and Tantor. They found all sorts of weird things there that they'd never seen in the jungle before. It would be many years before Tarzan would learn that these things were all part of the human world—a world he once belonged to and would soon discover again.



Now you can skate as Tarzan or Terk in this leafy green world. Explore all the way up to the top of the tree house or skate



around on the jungle floor. Stop and talk to Kerchak or Kala and even a few strange humans. Then, complete goals to unlock new levels of adventure.

The edges of the tree house decks form quarterpipes, and wood beams and raised planks create jump ramps. You can even grind on the wooden rails and the vines entwined around trees.

Human Camp

Trekking into the African jungle on a scientific exploration requires all sorts of equipment and tools. Professor Porter and Clayton have set up all of the equipment in their camp. Jane soon discovers that



this makes a great place to try some tricks. Help an elephant get a meal or have some fun on the human objects that are lying around. Just be careful not to wake up Clayton.

Very unwisely, Clayton and his henchman chopped down a stand of ancient trees to clear land for the Human Camp. They've left logs and stacks of wood laying around that you can grind, and tree stumps make ramps and quarterpipes. Back in the camp, you can grind along tent ropes, invert on the bent roots and use the sides of tents as quarterpipes. Then, at the edge of the camp, grind along jungle roots and try to come down the huge zigzag tree without bailing.



Disney's The Lion King

Pride Rock

Bust tricks all over Pride Rock and the surrounding savannah. You'll see lions and hyenas and some of your buddies will be here, like Rafiki, Pumbaa and Timon. Start at the top of Pride Rock and work your way down completing goals and unlocking new areas as you go.

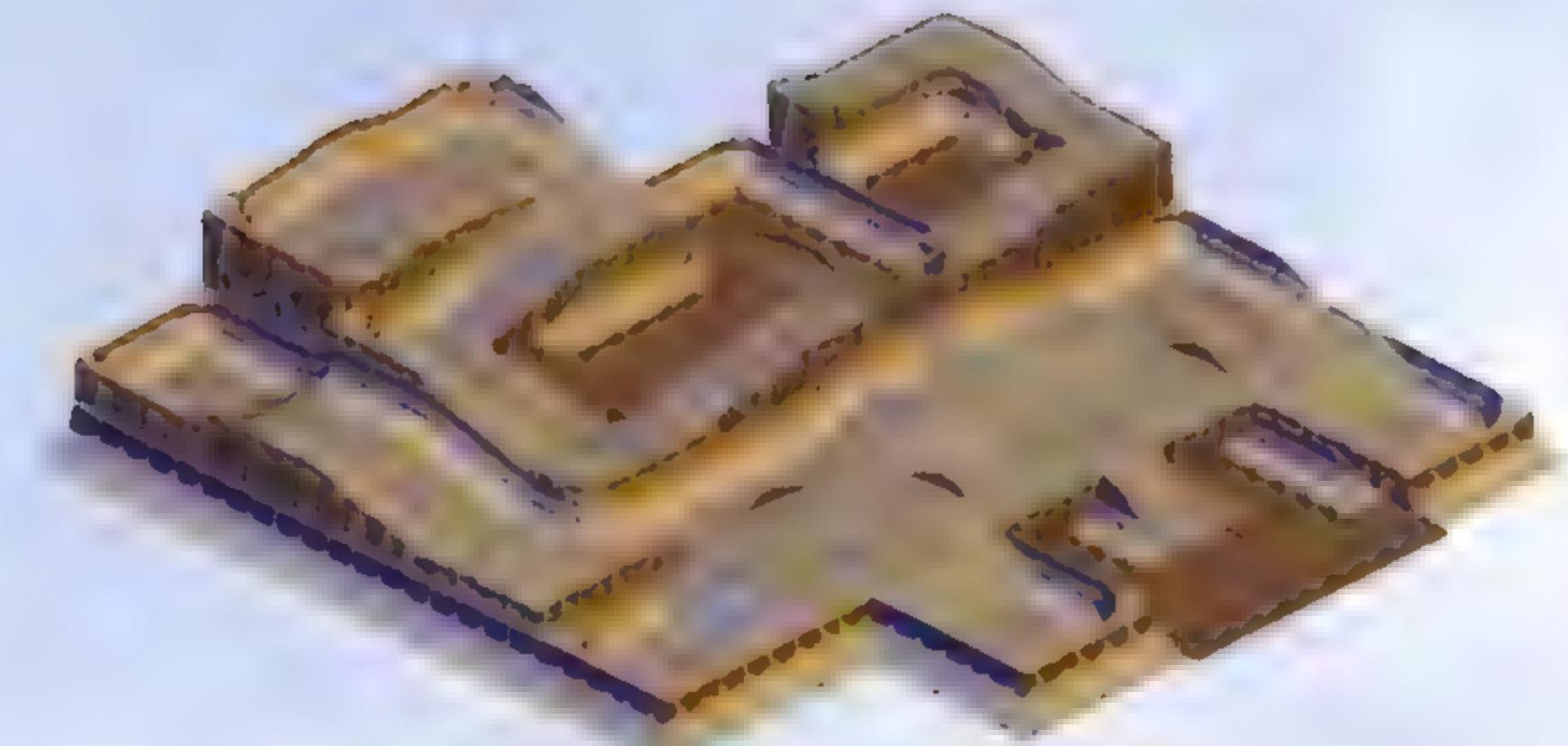


The contours of Pride Rock provide edges to grind, half and quarterpipes, gaps—the works. The grasslands provide the bowls, pools and mounds.

Elephant Graveyard

This is an eerie place full of ancient bones and hyenas on the loose. The rocky terrain and giant elephant bones create a unique place to skate with fantastic grind lines. Help Zazu find his scrolls or gather a meal for Pumbaa.

Elephant bones create grinds, halfpipes, tubes and slides. The contours of the craters and pools within the bone mound form lips, halfpipes and edges.



Boss Fights

Toy Story 2 Boss

Here you'll face the evil Emperor Zurg. Watch out for his powerful ion pellets while you grind the power lines at the end of each of his power conduits to turn them off.

Tarzan™ Boss

Clayton's here so keep your eyes open! You've got to trick on all the cages before Clayton can take them away, but watch out for barrels falling from above.

The Lion King Boss

Scar's sitting on a tower of rocks and he's guarded by his hyenas. You'll need to trick on each side of Scar's tower to shake him up.

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i skate around
the corner...
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that satisfies
my hunger



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